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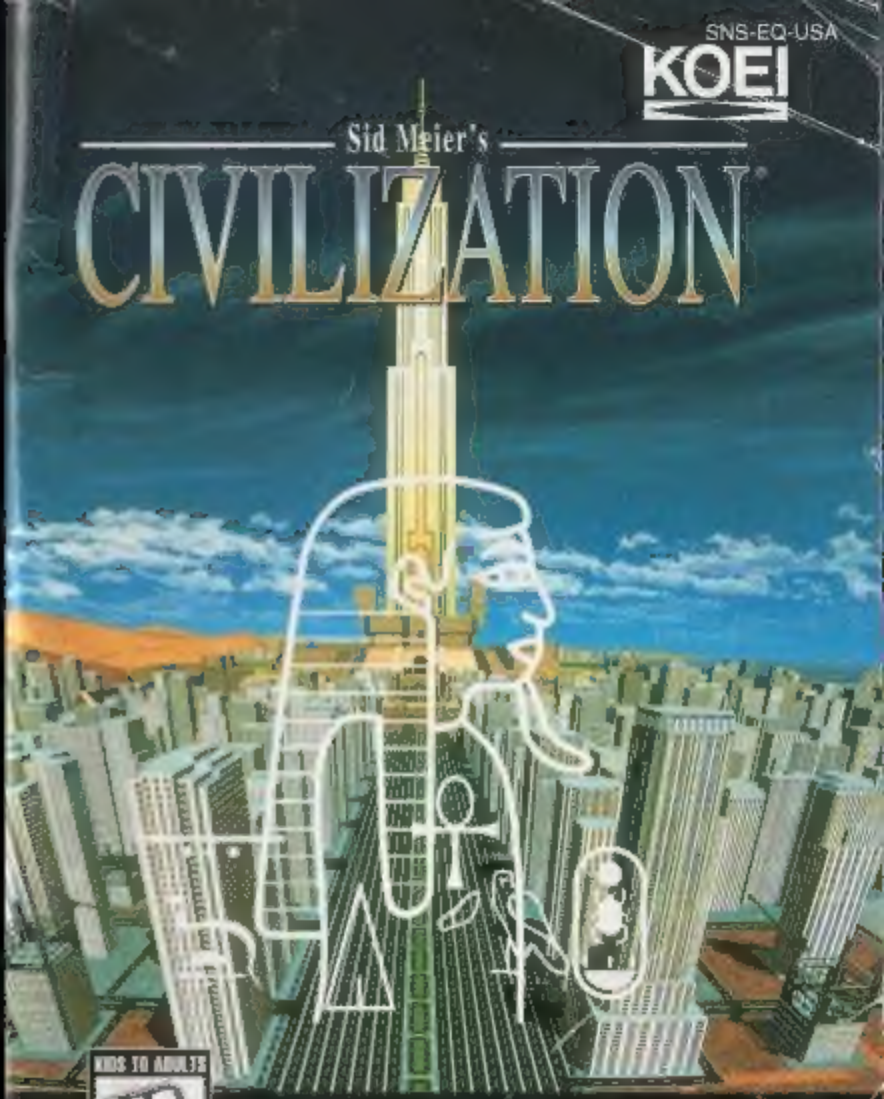
KOEI

Sid Meier's

CIVILIZATION



KIDS TO ADULTS

K-A

AGES 6+

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SID MEIER'S CIVILIZATION

Civilization

KOEI Corporation
1350 Bayshore Hwy., Ste. 540
Burlingame CA, 94010

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GREETINGS!

Thank you for purchasing **Sid Meier's Civilization** for the Super Nintendo Entertainment System. To get the most out of it, please familiarize yourself with this Operation Manual first.

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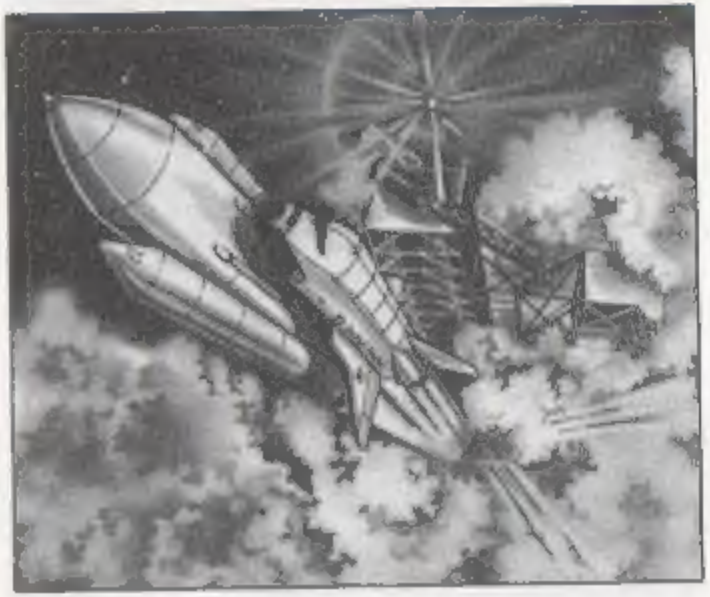
FOREWORD



Sid Meier's Civilization is a simulation game in which you can found a civilization and bring it to maturity. In this game you make cities, increase population, and develop science and technology, making progress through war and trade. Experience how, from ancient times to the present and into the future, human civilization and culture systematically progressed.

Now we shall outline for you the particulars of the game; please read this to grasp the essentials of the game.

From a Single City to a Major State

The game begins with your tribe settling somewhere and creating a city. You increase the population while carrying on agriculture and, with technological research, constructing various kinds of buildings and an army. Once the population reaches a certain level, you can explore new lands and send out settlers to build a second city.

The basis of the game is the repetition of this process, in which the cities are like cells dividing. As your cities multiply and your population increases, tax revenues and production grow, and your state's sphere of influence gets larger. Along with this progress comes the need for advanced facilities and transportation. Whether you can do a good job leading your state economically and culturally all depends on your policies.

Rival Civilized States and the Competition for Survival

In this world, besides you, the player, there are many states that operate the computer. Just like you, they are making cities and founding civilizations. If you expand your power, it is just a matter of time before you encounter them; when this happens, your rivals expect to enter into diplomatic relations. Sometimes they are haughty, sometimes courteous. So what do you do? Maybe they are more advanced than you in city-building or technology, or maybe their military level is higher.

Competition with such rivals is one of the goals of the game. Your rivals include great men of history like Napoleon or Mao Zedong. Just as so many civilizations have disappeared from the earth, your civilization too could be wiped out in a moment of carelessness. Of course, whether that happens or not depends on how you play.

With Triumphs in Technological Development, On to the Stars

The ultimate goal of this game is to send settlers into space. If a country somewhere in the world sends settlers to the Alpha Centauri system, the game ends at that point. Therefore, you must make your space settlement plan succeed before any of your rivals. But that takes a lot of people and resources, and more than anything, these depend on advanced science and technology.

From the alphabet to the opening up of space, this game includes all kinds of technology for you to consider. Just as with the evolution of living things, these technologies proceed from the old to the new systematically—you cannot just make them from nothing. You are going to have to worry about which technology should be developed at a given point, but the greatest pleasure of this game is pondering this and finding what is the "right answer" for you.

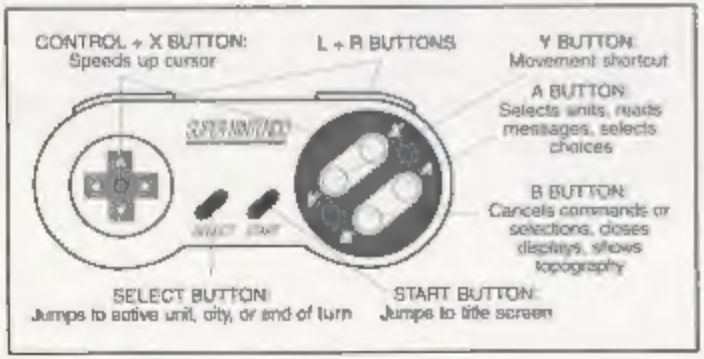
FUNDAMENTALS

Here we bring together the commands and icon functions you will use in play and explain them clearly. We also include simple examples of play, so after reading this you can go right into a game.

USE OF THE CONTROLLER AND THE MOUSE

Use of the Controller

This game is played by one person. When playing, securely connect the controller to the control connector on the Super Nintendo Entertainment System unit.



START Button

- Displays the title screen when pressed in the opening sequence.

SELECT Button

- When pressed in the General screen, one can move immediately to the mobile units.
- If all moves have been completed, goes immediately to the city seen on the screen or to the End of Turn Command.

Control Pad

- Moves the cursor or scrolls through menu items.
- When on a unit, allows it to move.
- Scrolls the map or the display. (See the Left/Right Buttons.)

X Button

- If you press this button while using the Control Pad, the movement of the cursor is speeded up.

Y Button

- When the cursor is on a unit, skips directly to movement arrows.

A Button

- Displays the title screen when pressed in the title display.
- Confirms commands (Yes/No) or menu selections.
- Selects units, cities, or terrain.
- Scrolls through message or event text.

B Button

- Cancels commands (Yes/No) or menu selections.
- Closes windows or displays.
- Displays Topography when cursor is on terrain in the General screen (or after a unit has moved for the turn).

L & R Buttons

- On the General screen, when the L or R Button is pressed while moving the Control Pad, the map scrolls to where the cursor has been fixed on the screen.
- In the menus or information screen displays, when the L or R Button is pressed while moving the Control Pad up or down, you can view the continuation of the text.
- In City Production, or Armed Forces displays of a particular city, when the L or R Button is pressed while moving the Control Pad left or right, you can scroll between the three screens.

Use of the Mouse

This game can be used with a Super Nintendo Entertainment System mouse. Please connect the mouse securely to one of the control connectors.

Left Button

Performs the same functions as the A Button of the Controller:

- Displays the title screen when pressed in the title display.
- Confirms commands (Yes/No) or menu selections.
- Selects units, cities, or terrain.
- Scrolls through message or event text.

Right Button

Performs the same functions as the B Button of the Controller:

- Cancels commands (Yes/No) or menu selections.
- Closes windows or displays.
- Displays Topography when cursor is on terrain in the General screen (or after a unit has moved for the turn).

In addition, pressing the Right Mouse Button twice in rapid succession performs the same functions as the SELECT Button of the Controller.

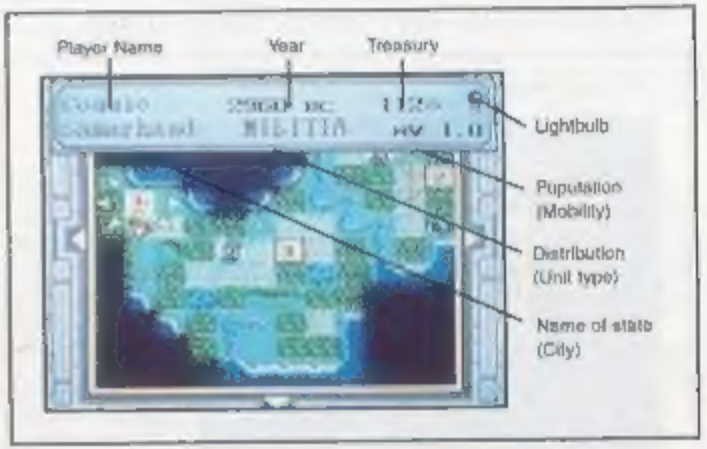
How to View the Displays and Windows

General Screen

In this screen, you select units or cities and issue orders.

The Status Window

The status window appears at the top of the screen whenever you select units or issue orders; that is, whenever you press the A Button or the Y Button.



Player Name: The name you determine at the start of the game.

Year: The current game year, displayed BC or AD. Depending on the historical period, one turn advances you from twenty-year increments to only one.

Treasury: Funds presently available for use.

Sun: Present environmental pollution situation (appears after the Age of Industrialization).

Lightbulb: Shows the progress of technology presently under development; when lit, development is almost complete.

Population (Mobility): The population of the player's state or city. When a unit is selected, the remaining mobility.

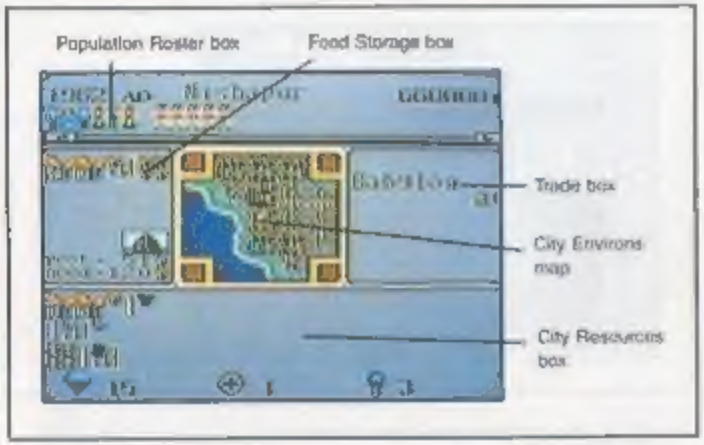
Name of State (City): The name of the player's state or the name of the city that has been selected. When a unit has been selected, the name of the city to which the unit belongs.

Distribution (Unit Type): Apportionment of luxury goods, tax receipts, and science. When a unit has been selected, the unit type. Displays *gold eagle badge* when a unit has been decorated.

Displays within the City

City Display

When you select *City* on the City menu, you see this display.



Population Roster Box

The population of the city is shown by icons of citizens. One person represents one population point. Citizens' appearance changes in accordance with the degree of happiness in the city. The citizens who cannot be deployed on the City Environs map are displayed here as specialists.

City Environs Map

This map shows a city's terrain and the current production situation. Each map square that sports grain, shields and/or trade arrows indicates where a citizen is deployed to produce food, resources, and trade. If you select a productive square on the map, that citizen is converted into a specialist (in the Population Roster box). If you wish to redeploy him, please select an unoccupied square whose topography you like.

Food Storage Box

The provisions stored by the city. Surplus food production is stored here every turn. When a city is not producing enough grain per turn to feed its troops and citizens, the difference is withdrawn from here.

Rest: Amount of food needed to fill the Food Storage box. Once the box is filled, the city population increases by one.

Need: Total capacity of the Food Storage box.

City Resources Box

Displays the commodity situation for every turn. Divided, from top, into food, resources, and trade.

For food and resources, the quantity to the left of the white bar is the portion consumed; that to the right is the surplus. For trade, the left side is income and the right side is losses due to corruption.

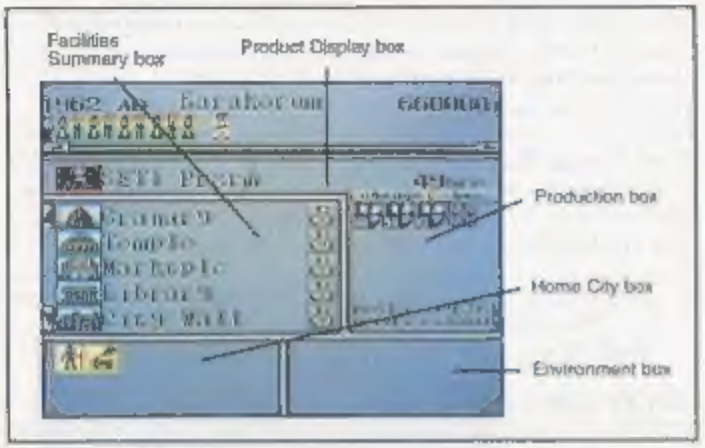
The allocation of a city's income from trade is displayed beside the appropriate icons along the bottom edge of this box. From left to right, you see luxury goods (gem), tax revenue (coin), and science and technology (lightbulb). The amounts here are determined using the Distribute option on the Main menu.

Trade Box

A list of the cities linked to this city by trade routes and a list of the trade volume.

Production Display

When you select *Production* on the City menu, you see this display.



Product Display Box

Shows units or buildings presently in production and number of turns to completion.

Facilities Summary Box

Lists the facilities in this city. Select the appropriate bag symbol when you want to sell a facility.

Production Box

Shows the resources consumed by the unit or building under production in the city. All resources produced in excess of city maintenance are used here.

Rest: Amount of resources needed to complete the unit or building in production.

Need: Total resources necessary for unit or building in production.

Select *Change* at the top of the box to change what is being produced. Select *Buy* when paying money to complete production in a single turn. If the *Buy* option is dark, your treasury does not yet contain enough coins to purchase the item.

Home City Box

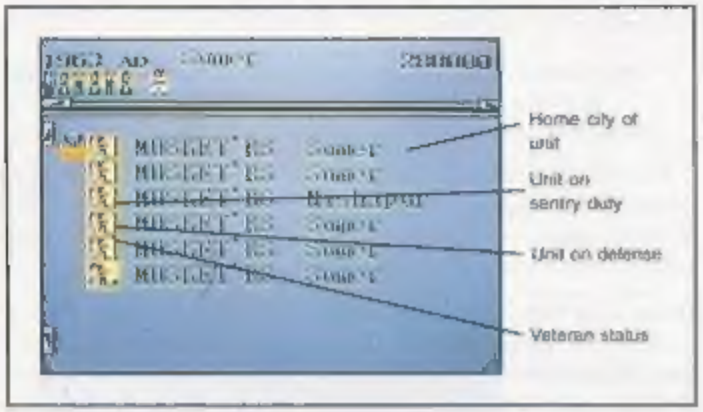
Shows the military units belonging to this city. Depending on the form of government, these units use varying amounts of a city's resources, as indicated by the resource and food icons displayed in the corner of each unit.

Environment Box

Shows the environmental pollution situation for the city by the number of chimneys displayed. Pollution appears when the player's civilization is industrialized.

Armed Forces Display

When you select *Armed Forces* on the City menu, this display appears.



Shows all units in the city by type and home city in a summary table. Those units showing a letter **F** in the bottom left corner are on *defense* within the city; those showing the letter **S** are on *sentry duty*. If a unit is selected in this display, it is released, and can be moved in the normal way.

Explanations of Menus and Commands

Main menu

Appears when something other than a unit or city is selected on the General screen. In any screen or display, selecting the step arrows in the corners of the boxes scrolls to reveal more information.

DISTRIBUTE: Determines the allotment ratio of state income. Press the A Button to see the Ratio box. The sum of the allotments must always be ten. First decrease one allotment by pressing the B Button, then redistribute those points by pressing the A Button to increase a different allotment.

Luxe: The proportion for making luxury goods to dispel the dissatisfactions of the residents.
Tax: The proportion given over to the player's state treasury.
Sci: The proportion devoted to technological development.
Exit: Once you have set the ratio you desire, select this to return to the Main menu. While you are adjusting the ratio, this key says "Rest," and indicates the remaining points to distribute.

ADVICE: Displays all kinds of information screens for reference when playing.

City Status: Indicates the population and production situation for each city in one's own country.
Military: Indicates the types and numbers of military units and casualties.
Intelligence: Indicates the situation of other states and their diplomatic relationship with your country, once you have established embassies.
Attitude: Indicates the degree of happiness of each city in your country.

Trade: Indicates your financial status

Summary Box: Indicates the number of turns needed to complete researching the current technology, total income for your state, and total state expenditures

Income: When this item is selected, figures for *luxuries*, tax receipts, and science are shown for each city

Cost: When this item is selected, a list of facilities you have constructed appears. The number before the slash (/) indicates a single building's upkeep cost, the number after the slash is the sum of all such facilities' upkeep costs, nationwide

Science: Indicates the rate of completion for the current technology you are researching, and lists all technologies already in your possession

REVOLUTION: Select when you wish to change the form of government. When a revolution occurs, a new form of government may be selected after a certain number of turns (See p. 38)

INFORMATION: The present score or the situation of the state of the player is displayed as a table

Top Five Cities: The top five developing cities from the various places in the world are displayed

Score: Displays the Civilization Score for the present player

Demographics: Displays the situation in the player's own country, current ratio of support for the government, GNP, etc.

Spacecraft: Displays intelligence on space vehicles under construction, including those in other states (only appears when space vehicle construction has started)

Seven Wonders: Lists the wonders that have been built so far, by city and state affiliation

JUMP: Displays a list of cities. If you select a city to which you would like to go, you immediately move to that city

WORLD MAP: Displays a map of the presently known world. The range circumscribed within the line is shown in its entirety on the display. The arrows in the display may be moved with the A Button or the L and R Buttons + Control Pad

OPTION: The various options that enhance your play are decided here

Instant Advice: You choose whether to receive advice from the computer

End of Turn: You choose whether to display the End of Turn Command

Animation: You choose whether to view animation during the game

Music: You choose whether to listen to music

Enemy Moves: You choose whether to view the movement of enemy units (if you turn this off, the game goes a little faster)

SAVE: CONTINUE

Title screen next time you start, you can begin the game from this situation

RETIRE: Select when wishing to end a game during the course of play. The game ends and the players results are displayed. You must first Save the game if you wish to return to this situation later

Unit Menu

Appears when you select a unit on the General screen by pressing the A Button, or if there is an active unit in the city you select and you choose Unit menu

MOVE: Allows you to move a unit. The directions in which movement is possible are shown by arrows around the unit; use the Control Pad to select the direction in which you wish to move (indicated by the flashing red directional arrow) and press the A Button. Press the B Button if you change your mind. The other units go to blinking status, ready for orders

WAIT: Used when you wish to depart from the regular order of units and move another unit first. (With units that are not standing, the same thing happens when you select one whose movements are not completed.)

SENTRY: Become *ready* when other units approach. **Note**: When in a city, sentries automatically board ships that leave port. Select a unit when you want to release it; defensive strength of sentried units does not change. Units on sentry show the letter S in the bottom left corner of the icon

DEFENSE: Select when you want to put a unit on *defensive posture*. A unit remains on defensive posture until you select it again, and release it. Defensive strength is raised 50 percent. Units on defensive posture show the letter F in the bottom left corner of the icon, as well as a black line outlining the icon.

NO ORDER. Use when you have no assignment for a unit. On your next turn, it returns to its regular position in the sequence of active units.

DISBAND: Used when a unit is no longer needed. The unit is immediately removed from the game.

HOME CITY. Used when you wish to change the home city of a unit. If the unit is already in its home city, this option does not appear.

PLUNDER. Carries out *plunder* at that location. Irrigation or mines at that square will become void.

LAND: Select when you wish to cause a unit in transit to disembark.

Settler Unit Commands

The commands below are displayed only for settler units. The commands displayed depend on the terrain type on which the settler unit rests.

CITY. This changes a Settler unit into a city.

IRRIGATION: After several turns of preparation, irrigates that location. With irrigation, the food production of that square increases.

PLAINS. After several turns of preparation, changes that location into plains (or grasslands). Does not appear on the menu unless you are in a forest, jungle or swamp.

FOREST: After several turns of preparation, changes that location into a forest. Does not appear on the menu unless you are in a grasslands, jungle, plains or swamp.

ROAD: After several turns of preparation, builds a road at that location. Moving through a square with a road costs only one-third of a point in movement energy. Trade also increases in squares with roads. Until the technology for Bridge Building has been developed, roads cannot cross rivers.

RAILROAD: After several turns of preparation, builds a railroad at that location. However, a railroad cannot be built unless a road already exists. To move on a railroad requires no movement energy. All production on that square rises by 50 percent (discarding fractions). Until the technology for Railroad has been developed, this command will not appear on the menu.

MINE: After several turns of preparation, mining commences at that location. Mining increases the resource production of that square.

FORTRESS. After several turns of preparation, builds a fortress at that location. A unit protected by a fort doubles its defensive strength. Construction technology is required.

SUPPLEMENT. Adds settlers to a city, increasing the population of that city. However, settlers may not be added to a city that has more than ten population points.

CLEANUP. Removes pollution from that location. After several turns, restores the original topography.

City Menu

Appears when you have selected a city on the General screen.

CITY: Displays the city screen.

PRODUCTION: Displays the Production screen.

ARMED FORCES. Displays the Armed Forces screen.

VIEW: Displays the present condition of that city in graphic form.

HAPPY. Displays the happiness situation of the citizens of that city. At top is the natural situation, followed in order by effectiveness of luxuries, improvements, military units, and Wonders.

RENAME. Can change the name of the city. When you do not wish to change it, select *U-turn*, leaving it blank.

How to Start and Save Games

Game Start

When you insert the cassette into the unit and turn on the power source switch, the Title screen that starts the game appears. Please select **START** to begin a new game or **CONTINUE** to take up a previous game.

The Start screen appears next. Select *Game Start* to begin a game with the setup of the present planet. *Customize World* to change to a new setup, and *EARTH* to play a game with an environment the same as that of the Earth.

Planet Setup

By selecting *Customize World* on the Start screen, the player can set up an imaginary world as he wishes, making a new map. This has several [illegible]s as follows.

Land Mass: Decides the ratio of sea and land on the map.
Temperature: If cool, tundra increases, if warm, jungle increases.
Climate: If arid, deserts increase, if wet, swamps increase.
Age: At 3 billion years the topography is rugged; at 5 billion years the sloping is gentle.

When you have decided on each condition, complete the setup by pressing the B Button.

Level of Difficulty and Nationality

After you have decided on the map, next is the level of difficulty. From the easiest (Chieftain) to the most difficult (Emperor), there are five levels of difficulty. The conditions placed on the player at the high levels are strict, and the computer has the advantage. Select the level you prefer. If you are playing for the first time, Chieftain is probably best. (See p. 00)

Once you have set the level of difficulty, select the number of rival states created by the computer and your own nationality. Once you select your nation, enter your leader's name. When you are finished typing, select the *quarter-turn arrow*. If you want to use the suggested name, select it. Turn [illegible] moment, the game will start. Once you are familiar with the game, you can go directly to the Title screen by pressing the **START** button.

Saving the Game

If in the course of play you do not wish to quit the game, select [illegible] from the Main menu. This saves the game in its present configuration. Cutting off the power will not affect it. The saved configuration is recalled as many times as you wish, as long as nothing new is [illegible]

OK, Let's Play!

Here is a simple explanation of the course of a game. Once you have read this, you will have a rough idea of how to play and what kind of things can come up in a game. It's enough information to play, although you might have a hard time winning your first game. If you want more details or data, please read the corresponding page.

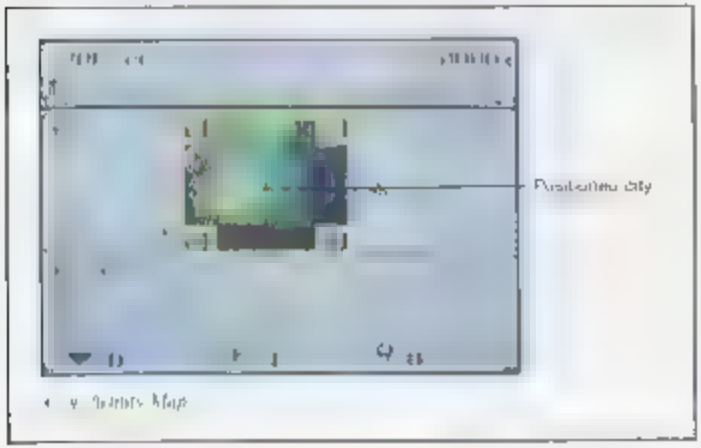
Create the First City see also p. 31

When a game starts, one Settler unit is given to the player (when you start at the Chieftain level, you get two Settler units). Let's begin with the construction of your first city. Move the Settler unit to discover the surrounding topography (as you move, you strip the blackness from squares adjacent to your unit, and reveal the terrain beneath) and find a good place for building a city.

Points for Selecting a City Site

- Close to a river or to the shores of an ocean or lake
- Many plains, grasslands, or hills in the vicinity
- Topography with a unique resource mark attached

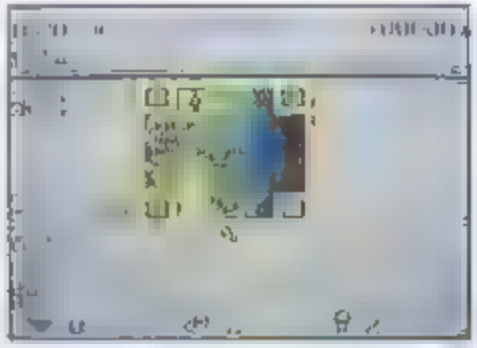
Once you have decided on your location, select the City command. When you do that, the Settler unit changes into a city. This city becomes the capital city of the player.



22

Let's Increase Population or Resources (see also p. 32)

Once the city is built, let's make an effort to increase the population somehow. For that, select the city and display the City screen, then place citizens on the City Environs map as often as possible in the districts with a lot of food production.



Points for Increasing Population

- Grasslands, oases, and fishing grounds produce a lot of provisions
- When the Food storage box is full, population increases by one
- In the beginning, one population point, a person symbol, consumes two units of provisions every turn
- By using Settler units to irrigate the area around the city, you can increase food production

It depends on the topography, but in the squares around the city you can produce foodstuffs (grain symbol) and resources (shield symbol) and conduct trade (arrow symbol). Then look at the City Resources box to see how many you can make and how much you are consuming. Foodstuffs are used for the increase of population, resources for the production of units or of buildings, and trade for the maintenance of technical developments or buildings.

23

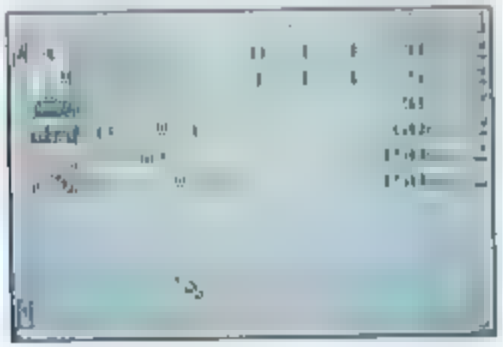
Which Units to Produce First? *(see also p. 47)*

A military is necessary to defend your city once the city is built. Select [illegible] unit you can make. Militia, in a while, with advances in the development of technology, all sorts of other things can be made.

How to View the Unit and Building Table

- On the Production screen, if you select *Change*, you see a table of the units that may be produced with your present technology.
- The data are (from left): name; unit's attack factor (A); defense factor (D); and mobility factor (M); the number of turns to completion; and the Help (H) button, which offers particulars about the unit or building.

Which City Facilities to Construct First? *(see also p. 33)*



After units, buildings are arrayed on the chart. Once a Militia unit is [illegible] can spe[illegible] without technology, just as is the case with units.

Recommended City Facilities for the Early Period

- **Granaries** [illegible] population increases capacity.
- **Barracks**: To ward off pirates. The attack and defensive factors of production units increases 50 percent!
- **Temples**: Make violent outbreaks less likely to occur.
- **Walls**: To ward off floods. The defensive factor of units in the city increases threefold.

Aside from ordinary buildings, there are the unique Seven Wonders of the World. It takes several tens of turns to complete one of these, but each is a unique item with great efficacy.

Developing the Necessary Technology *(see also p. 41)*

The three technologies you start with are Irrigation, Roads, and Mining. Anything else has to be developed in order to be available to you. Development begins automatically with the construction of a city.

Technology for the Early Period

- **Pottery**: Enables you to make granaries.
- **Bronze Metallurgy**: Enables you to make Phalanx units, most appropriate for city defense.
- **Burial Rites**: Enables you to make empires.
- **The Wheel**: Enables you to make powerful Chariot units.
- **Alphabet**: The basis for the next level of technology.

After one technology is accomplished, the question arises: what [illegible] which technology and which technology can be developed next.

Rules for the Development of Technology

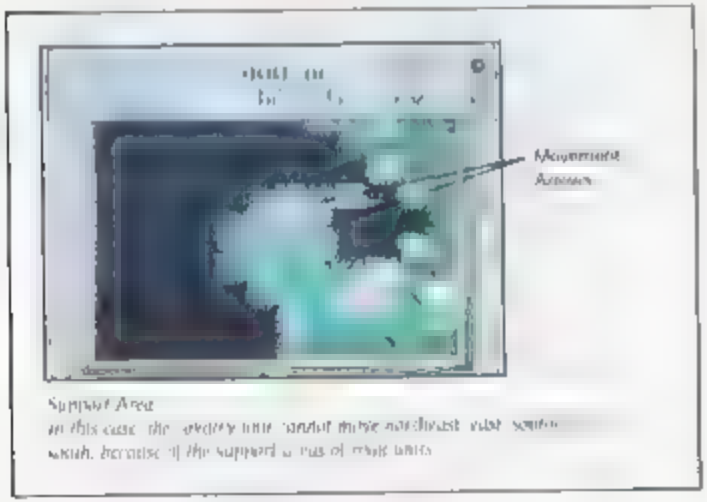
- New technology requires whatever technology serves as its base.
- Most technology is born from a combination of two technologies.

Let's Explore the Surrounding World (see also p. 61)

In the beginning, the environs of the city are unknown terrain and appear blacked out. When several units have been made, let's explore this area to recognize. Terrain with village icons represents minor tribes. When your unit enters a village, you usually obtain gold or units occasionally there are Barbarians instead and they attack.

Limits on the Movement of Units

Units move in accordance with their mobility factor. when they don't have the mobility to move into the next terrain, they cannot move. Also units and cities possess a *support area* of eight squares around them. You cannot move from the support area of a unit or city of a different state to another such support area.

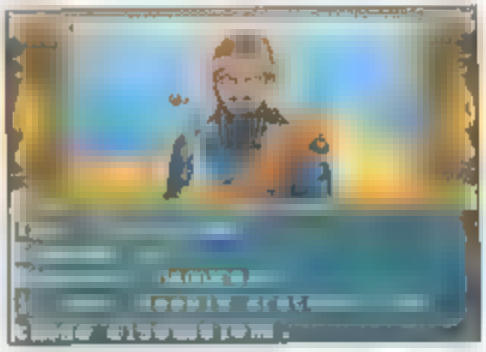


Support Area
In this case, the enemy unit cannot move northeast, east, southeast, south, because of the support areas of your units.

Constructing a New City

When population has increased to three or four citizens, you can make Settler units and build a new city the same way as the first time. In the city you build, you can repeat the project of producing units that increase population. Through this process of dividing cities and founding the next city, the player is able to expand his state's sphere of influence. Because the revenue from trade increases with the increase in cities, you can make lots of units, but will speed up the development of technology.

Contact with Rival States (see also p. 43)



When you move units and explore the world, you are bound to discover rival states somewhere. When contact occurs, the other side will want to seek an audience with the player. If this is permitted, a peace treaty is concluded with the other sides state and exchanges of technology can take place. Or Diplomats or caravans can be sent to the city and exchanges can become possible with the opened embassies.

War Breaks Out (see also p. 51)

When rival states or recalcitrant Barbarians attack, there is war. In war, the use of a military unit to enter a square containing a unit or city of a rival is considered an attack. Defeated units are removed, and when the units defending a city are gone, a ground unit is moved into the city and occupies it. When all the cities of a rival state are conquered, the state is obliterated.

Among military units, there are types that are superior in attack, types that are superior in defense, and types that are capable of rapid movement. Also, ground and air units can be moved by maritime units.

Changing Government by Revolution (see also p. 38)

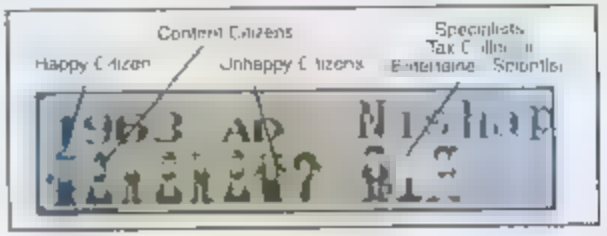
There are rules on the forms of government in this game. Because the form of government influences the nature of production, the military [illegible] with the advance of civilization one's own state changes its form of government. However, the form of government cannot change without technology.

To change the form of government, select *Revolution* from the Main menu. After a number of turns, you can select a new form of government.

Possible Forms of Government

- **Despotic Rule**: Also known as Dictator, the system at the start [illegible]ever.
- **Monarchy**: The productivity is higher than for Despotism.
- **Republic**: [illegible] than dissatisfaction is great.
- **Democracy**: Productivity is highest, but violent outbreaks are most likely to occur.
- **Communism**: Also known as Socialism, little corruption is seen.

[illegible] When the population of a city leaps ahead, *unhappy* citizens who raise complaints appear. In cases where they appear, violent outbreaks (strikes) occur that totally shut down the production of the city. To put a stop to that, *happy citizens* (this has nothing to do with *content citizens*) must exist in that city in numbers equal to or greater than the number of unhappy citizens.



Ways of Making Citizens Happy

- Make non-laboring citizens (entertainers) by taking a citizen off work.
- Build such religious or charitable facilities as temples, monasteries and churches.
- Hold down taxes or spending on science and make luxuries.
- Place many military units in the city.

To Know the Happiness Index of the Citizens of a City

On the City menu, select *Happy* or (on the City or Production or Armed Forces) screen, look at the Population Roster box on the top section. The Attitude display under Advice on the Main menu shows the happiness of all your cities.

Emigrants to the Stars (see also p. 58)

If you survive wars and technological competitions victoriously [illegible] the space vehicle and aim for the Alpha Centauri System.

If you get to your destination ahead of your rival states, the game ends. You win!

RULES

More detailed explanations of the particulars of the game are given here. Read this well to get even more enjoyment out of the world of **Sid Meier's Civilization**.

On Cities

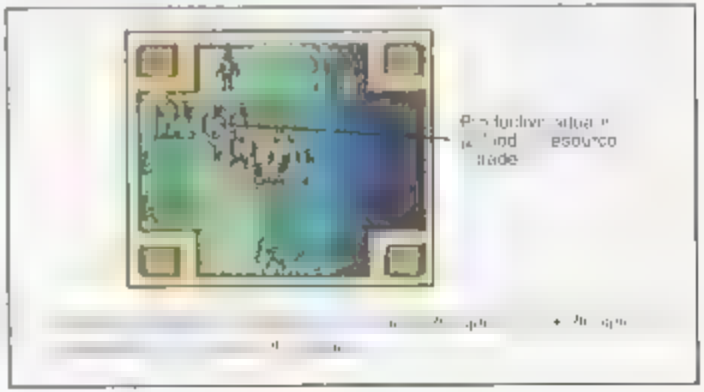
Cities, which occupy a big position in the game, cannot be moved once they are founded, so try your best to find a favorable location for production and defense. And once you have founded your city, use many methods to increase production and aim at making it a city distinguished in the world.

The Founding of a City

Only Settler units can make a city. When a city is built on a plain (ground) or grasslands, irrigation and roads are automatically installed in that square and production uses.

When a city is founded, the environs become productive territories (City Environs map) and the production of foodstuffs, resources, and trade becomes possible with the placement of citizens there. What is produced and how much is possible differs greatly with the terrain and the form of government. If you want to change the placement of citizens, select a productive square once and make a specialist, and then select the new terrain you wish to make productive.

The production of a city is carried out automatically with every turn. Foodstuffs or resources remaining after consumption are stockpiled in the Food Storage box or the Production box, and trading revenues are distributed among luxury goods, tax revenue, and knowledge according to the proportions decided by Distribute in the Main menu.



Improvement of the Terrain

By changing the terrain around the city, the amount of foodstuffs and resources that can be produced there can be increased. Only Settler units can accomplish improvement of the terrain. Any process requires several turns to complete. Watch out: the original unique resources are lost when improvements are made.

Irrigation: When carried out on grasslands, mountains, or deserts, foodstuff production increases. Irrigation can only be performed on a square that shares one side with a sea square, a river square, or a square that has already been irrigated.

Mining: When carried out on hills, mountains, or desert, resource production increases by one.

Leveling: Forest becomes plains (or ground), jungles or swamps become grassland.

Forestation: Plains (or ground), grasslands, jungles, or swamps become forest.

Plunder: The irrigation and mining on that square becomes void.

Increasing Production

Increased production does not come to a city only through [illegible] resources to increase.

Roads

[illegible] until Bridge Building technology has been developed.

Railroads

When you develop *Railroad* technology, you can build tracks over squares where roads already exist. Moving over them does not use up any unit movement factor in any terrain. In addition, the products of that square increase by 50 percent (discarding fractions).

Factories and Industrial Plants

By making *factories* or *industrial plants*, you can raise the resource production output of the entire city. Once you make industrial plants, factories become out of date and ineffective.

Electric Power Stations

Various kinds of *electric power stations* raise the resource production output of factories and industrial plants. Except for combustion-powered generating stations, they reduce the pollution from industrial waste.

Markets and Banks

By making *markets* and *banks*, you increase luxury goods and tax revenue.

Factory: Raises the resource production output of the city by 50 percent (disregarding fractions). *Necessary Technology*: Industrialization.

Industrial Plant: Doubles the resource production of the city. *Necessary Technology*: Robotics.

Combustion Power Station: Raises the resource production output by 50 percent (disregarding fractions); industrial waste remains unchanged. *Necessary Technology*: Refining.

Hydroelectric Power Station: Raises the resource production output by 100 percent (disregarding fractions); industrial waste is cut in half. Cannot be set up in cities that are not close to hills or mountains. *Necessary Technology*: Television.

Nuclear Power Station: Raises the resource production output by 50 percent (disregarding fractions); industrial waste is cut in half. When violent outbreaks occur in the city, there is a possibility of a meltdown, but if Fusion technology is available this will not occur. *Necessary Technology*: Nuclear Power.

Market: Tax revenue and production of luxury goods rises 50 percent. *Necessary Technology*: Trade.

Bank: Together with the effect of a market, raises tax revenue and production of luxury goods by another 50 percent (discarding fractions). However, you must already have developed markets to build banks. *Necessary Technology*: The Republic.

The Happiness of Citizens and the Specialists

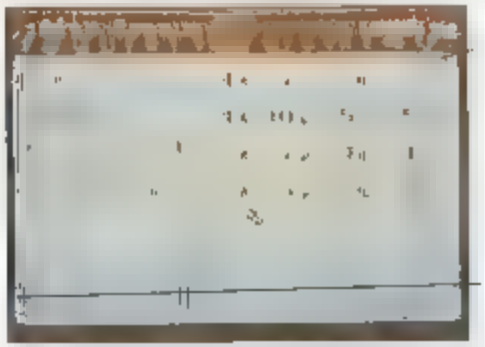
Four types of citizens live in the city: content citizens, happy citizens, unhappy citizens, and specialists. At the start all are content citizens, but when a certain size is crossed with the increase in population, or when wars leave the city, unhappy citizens are born. If the number of unhappy citizens rises above the number of happy citizens (not content citizens), violent outbreaks take place in that city. All activity surrounding production, unit production, etc. ceases.

In order to guard against this, you must make luxury goods or facilities to increase the number of happy citizens and reduce the number of unhappy citizens. Citizens who are made specialists are considered content citizens.

Luxury Goods

Luxury goods can be made each turn from trade revenue in a proportion decided at Distribute on the Main menu. With two luxury goods, a single content citizen can be changed into a happy citizen or an unhappy citizen can be turned into a content citizen. This is carried in alternately starting with changing content citizens.

- Temples, cathedrals and stadiums have great efficacy in returning the unhappy citizens of a city to being content citizens.
- Among the Seven Wonders there are many things related to the happiness of the citizens, starting with the Oracle.



If you select City Status under Advisor on the Main menu, all the cities in your empire are displayed.

Forms of Government and Units

When you select Despotism, Monarchy, or Communism (also known as Socialism) as a form of government, one military unit within the city with an attack factor of one or more can convert one unhappy citizen into a content citizen.

On the other hand, when you select the Republic or Democracy, when units attached to the city leave it, unhappy citizens increase. Also, if you make only airborne units, unhappy citizens are born in like quantity (see also p. 40).

Temples. Can change one unhappy citizen into a content citizen (after the technology of Monotheism is available). Two citizens. Necessary technology: Burial Rites.

Stadium. Can change three unhappy citizens into three content citizens. Necessary technology: Combustion.

Cathedral. Can change four unhappy citizens into four content citizens (if you make Michaelangelo's Chapel one of the Seven Wonders, six citizens). Necessary technology: Religion.

Specialists

In the cities, those who have not been placed in the urban environs for production are employed in the Population Report box as specialists, distinguished from the general citizenry. There are three types of specialists—Entertainer, Tax Collector, and Scientist—and they are exchanged in sequence every time you use the Control Pad and the A Button together. Their functions are described below.

Entertainer. Each one of these increases luxury goods by two.
Tax Collector. Each one of these increases tax revenues by two.
Scientist. Each one of these increases knowledge by two.

Corruption and Environmental Pollution

When a city develops and the volume of trade increases to a certain point, *corruption* occurs and consumes some of the actual revenue from trade. Furthermore, when a civilization becomes developed and industrialization or automobiles come into being, *pollution* of the city environment begins and may have physical effects. These are two menaces that grow step by step with the development of cities.

In addition, an attack by Nuclear Missiles or a meltdown at a nuclear power station has a tremendous impact on the environment.

Corruption

The two elements that determine the degree to which corruption will occur are distance from the capital (the city with a palace) and the form of government. The farther a city is from the capital, the more corruption will occur. As for forms of government, it is most rampant under Anarchy and progressively less with Despotism, Monarchy, Communism, and the Republic. It does not occur at all under [illegible]

Courthouse Reduces corruption by half. *Necessary technology:* Law

Pollution

Most related to pollution are the quantity of resources and population produced in the city. When more resources are produced, more industrial waste occurs, and the probability of physical effects from [illegible] Automobiles, but once this technology is accomplished, lifestyle waste is produced in huge quantities, and this becomes a significant factor. As you advance further to Mass Production and Plastic technologies, the impact of population gets bigger and bigger.

Physical Effects of Pollution

The pollution probability is shown by the number of smokestacks in the Environment box on the Production screen. If pollution actually occurs, you receive a message and some squares around the city will be impaired (blackened). Polluted squares' production falls by half (rounded off to the nearest whole number) and does not return until a *cleanup* is done.

Cleanup and Prevention

Polluted squares can be restored by Settler units. Move the units to the squares and select *Cleanup* from the Unit menu. When you are finished, production can continue as before.

Also, if one takes ecological measures in the city, the probability of pollution is reduced and physical effects can be prevented. Either [illegible] waste by half (see also p. 33):

Recycling Center: Reduces industrial waste by one third. *Necessary technology:* Recycling

Public Transportation Facilities: [illegible] *Necessary technology:* Mass Production

Nuclear Pollution

Attack from Nuclear Missiles or a meltdown that occurs when there [illegible] units is possible here, too.

Nuclear Missile: [illegible] together with the nine most productive surrounding squares.

Meltdown: [illegible] around that city are polluted at random. But if Nuclear Fusion has been developed, the power plant automatically becomes a nuclear fusion power plant, and so meltdown does not occur.

Planet Changes

If for various reasons the polluted squares become numerous, a [illegible] seas randomly become desert, some grasslands randomly turn to swamp, and some forests randomly become jungle.

[illegible] at the Sun icon that appears next to the lightbulb in the Status Window. The Sun shows the present condition of the planetary environment. [illegible] appear until your nation is industrialized.

Revolution and Forms of Government

The form of a state's government is an important factor in its productivity and warfare. You start with Despotism, but it is possible to change governmental systems both by technical development and by revolution.

Revolution

When moving from one form of government to another, one first carries out a revolution. A state where revolution occurs lapses into Anarchy, but after several turns a message to select the next form of government appears.

If you build the Pyramids – one of the Seven Wonders – you become able to select any form of government without regard to technological development, and after revolution can move to a new form without lapsing into Anarchy.

Forms of Government

There are six forms of government altogether, but besides Despotism, at the start, and the special situation of Anarchy, none can be selected without technological development.

The Topography screen (F8 button) also acquaints you with the properties of each form of government.

Despotic Rule

City production. The production level of squares that produce three or more food units, or trade, is reduced by one.

Military expenditures. The maintenance of each military unit in excess of the number of city population points costs one resource per turn. Each settler unit must consume one foodstuff per turn.

Urban corruption. Great.

Peace treaties. Concluded or broken as the player decides.

Monarchy

City production. Production neither increases nor decreases.

Military expenditures. The maintenance of each military unit costs one resource per turn and has no connection to population. Each Settler unit consumes two foodstuffs per turn.

Urban corruption. Less than under Despotism.

Peace treaties. Concluded or broken as the player decides.

Communism

City production. Production neither increases nor decreases.

Military expenditures. The maintenance of each military unit costs one resource per turn and has no connection to population. Each Settler unit consumes two foodstuffs per turn.

Urban corruption. Rare, but does occur at an average rate.

Peace treaties. The player is free to conclude or break them.

Republican System

City production. Trade increases by one on squares possessing trade.

Military expenditures. The maintenance of each unit costs one resource per turn and has no connection to population. Each Settler unit consumes two foodstuffs per turn.

Urban corruption. Less than under Monarchy.

Peace treaties. Must be concluded and cannot be given up unilaterally by the player (the Senate always overrules *aggressive actions*).

Other. If one attacked military unit (army or naval unit) is separated from the city, one unhappy citizen is created. The mere creation of one airborne unit makes one unhappy citizen.

Democracy

City production. Trade increases by one on squares possessing trade

Military expenditures. The maintenance of each unit costs one resource per turn and has no connection to population. Each Settler unit consumes two foodstuffs per turn

Urban corruption. None

Peace treaties. Must be concluded, and cannot be torn up unilaterally by the player (the Senate always overrules aggressive actions)

Other. If one attached military unit (army or navy) is separated from the city, two unhappy citizens are created. The mere creation of one airborne unit makes two unhappy citizens. If violent outbreaks occur two turns running within the state, they automatically trigger revolution

Anarchy

City production. The production level of squares that produce three or more trade resources, or trade is reduced by one

Military expenditures. The maintenance of each military unit in excess of the number of city population points costs one resource per turn. Each Settler unit must consume one foodstuff per turn

Urban corruption. Great

Peace treaties. The player is free to conclude or break them

Other. Tax revenues do not come in. The maintenance of city facilities cannot be paid for. Technological development ceases

On the Development of Technology

Along with the founding of cities and the production of units and buildings, etc., an important point with this game is the progress of civilization through the development or discovery of technology.

Obtaining Technology

Technology develops as knowledge builds up: knowledge is the portion of a city's trade revenue (indicated by lightbulbs) that is reserved for science. When you accumulate the share of knowledge needed for the technology that is your goal, you acquire the new technology.

Ways of Developing Technology

No technology can be developed from zero. When you have [illegible] born from that. To learn what new technology can be developed next from which current technologies, please see the fold-out Civilization Technology Chart.

The Influence of New Technology

When new technology is obtained, the following usually occurs:

- The production of new types of units, buildings, and/or Wonders becomes possible
- A new form of government can be selected
- A portion of old unit types can no longer be produced

Furthermore, with the development of Gunpowder or the Internal Combustion Engine, the barracks in all the cities become obsolete and are removed. In the same way, when a certain technology is developed, a corresponding Wonder loses its effectiveness (see also p. 55).

Accelerating Development

To increase the speed of technological development it is necessary to increase the amount of knowledge made by a city. Since knowledge is allotted from trade revenues the simple ways would be to boost that city's total trade or add to the share for science under Distribute in the Main menu. Knowledge is directly increased when you make scientists or libraries and universities.

Scientists: by making citizens into specialists (scientists), you can increase the amount of knowledge. For each scientist, two lightbulbs are added (see also p. 35).

Library: Raises knowledge in a city by 50 percent.

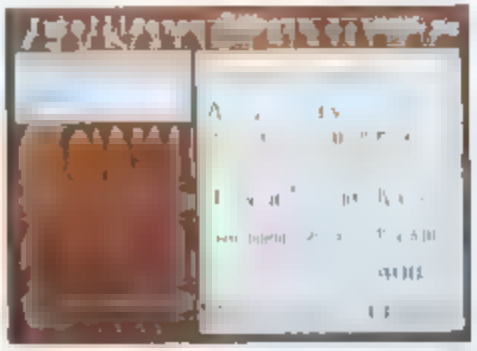
University: Adds to the effect of a library adds another 50 percent of knowledge. A university cannot be made unless you have a library beforehand. Necessary Technology: University.

Diplomacy and Trade

There can be three or more states besides the player in the world. Diplomatic relations or intercity trade can be carried on with these rival states.

Diplomacy

Diplomacy occurs through contact with rival states. When the player's unit encounters a rival's unit or city, contact is begun on the basis of judgments made by the computer. When the player seeks to enter into contact, he or she sends a Diplomat unit into a rival city, and selects *Have an Audience with the King*.



The particulars of contact change depending on whether a player's state or a rival state is warlike or peaceful, but the general sequence is as follows:

Exchange of Technology

Some rivals may offer to sell you technology you have not developed. If [illegible]

Peace Proposals

Someone may approach you for tribute or ask you to sell your [illegible] rivals, refusal may not ruffle feathers, but warlike rivals may go to war.

Breaking Treaties

Someone will come wanting you to break a treaty you have concluded with another rival. If you refuse, a warlike rival may go to war with you.

Implementing Peace Treaties

As long as there is no declaration of war, contact always ends with the offer of a peace treaty. If at this point you implement a peace treaty, you may ask your new ally to raise an army or for tribute. Whenever you ask them to raise an army, they demand more money. If you refuse the treaty, a peaceful or weak rival may offer money or technology and continue contact, but warlike rivals may go to war.

Diplomats

A Diplomat unit has unique moves that a military unit does not have. When a Diplomat unit moves into a rival's city, a menu appears from which you can choose the action you prefer, as shown below. If a [illegible] unit over to your side. Excepting when bribing units, the Diplomat is lost when a command is executed.

Establish an Embassy. [illegible] Technological developments or foreign relations intelligence can now be reported regularly. You may only have one embassy per state.

Search Cities. The detailed particulars of the city into which the Diplomat is sent become visible.

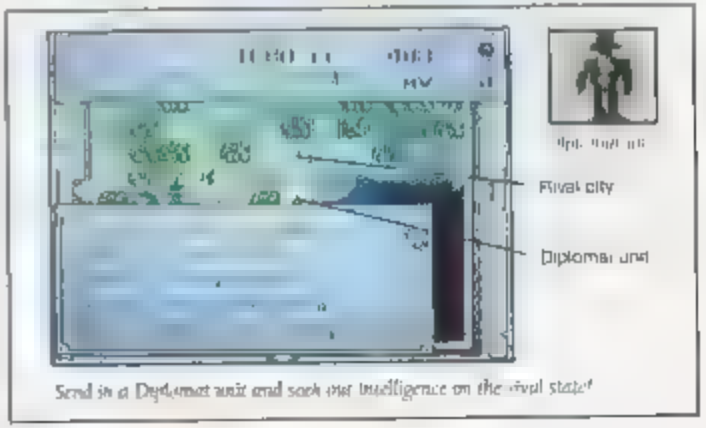
Steal Technology. [illegible] not, you can steal one technology at random. Only one technology can be stolen from each city.

Cause Destruction. Destroys a unit in production or a factory of the city at random.

Incite Rebellion. With a payment of money, cities other than your rival's capital city can become yours.

Have an Audience with the King. Diplomatic relations can be established with a rival state at any time.

Bribing Units. [illegible]



Send in a Diplomat unit and seek out intelligence on the rival state!

Caravan Trade

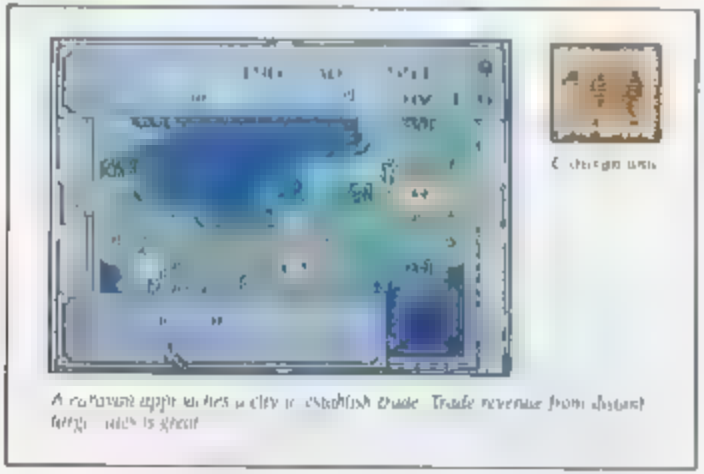
Besides carrying on trade with their environs, cities can conduct trade with other cities. Send a Caravan unit to a city ten or more squares away and open up a Trade Route. When you do that, trade with that city begins automatically and trade revenue comes in every turn.

Trade Revenue

The money received when a Caravan unit arrives for the subsequent trade revenue rises with distance, especially when the city is in another state or on another continent. There is no limit to the number of trade routes a city can open up, but only up to three can have high profits.

Support for the Seven Wonders

When a Caravan unit is sent to a city in its own state that is in the process of building a Wonder, it can also be used to speed up that production. The procedure is the same as for opening up a trade route.



A caravan unit arrives at a city to establish trade. Trade revenue from distant foreign cities is great.

Units and Conflict

In the course of a game, you move many units to explore unknown terrain, defend cities, and fight with rival states.

Types of Units and Their Strengths

Military Units

Military units are used in conflict and escort, and putting down violent outbreaks in cities. Depending on their main sphere of activity, military units are divided into land, maritime, or air units. Land units principle duty is conflict. Maritime units are used to move across the oceans. Air units are powerful units that appear in the latter half of the game.

The ability values are (from left) attack factor, defense factor, and mobility factor. Terminal technology is the technology which, when it appears, makes it impossible to produce the unit any longer.

Representative Land Units

Phalanx: The mainstay of defense until the appearance of musketeers. Necessary Technology: Bronze Working, Terminal Technology: Gunpowder. Ability: 1-2-1.

Cavalry: An absolute necessity if wars are frequent. Necessary Technology: Chivalry. Terminal Technology: Automobiles. Ability: 4-2-2.

War Vehicles: The strongest weapon for ground defense and attack. Necessary Technology: Automobiles. Terminal Technology: None. Ability: 10-5-3.

Representative Maritime Units

Sail: Can carry up to three land units. Necessary Technology: Navigation, Terminal Technology: Compass, Ability: -3.

Battleship: Except for nuclear missiles, the strongest attack and defense force. Necessary Technology: Steel. Terminal Technology: None. Ability: 18-12-4.

Aircraft Carrier: Can carry eight air units. Necessary Technology: Advanced Flight. Terminal Technology: None. Ability: 1-12-5.

Representative Air Units

Fighter: Can attack air units. *Necessary Technology*: Flight. *Terminal Technology*: None. *Ability*: 4-2-10.

Bomber: Best thing for attacking cities or land and maritime units. *Necessary Technology*: Advanced Flight. *Terminal Technology*: None. *Ability*: 12-1-8.

Nuclear Missile: Tremendous destructive power, but an evil weapon that pollutes the environment. *Necessary Technology*: Rocketry + Manhattan Project (one of the Seven Wonders). *Terminal Technology*: None. *Ability*: 99-0-8.

After one turn (Fighters or Nuclear Missiles) or two turns (Bombers) of movement, if air units do not return to city or aircraft carrier (or in the case of missiles, explode), they crash.

Special Units

Special units include Settlers, Diplomats, and Caravans. All three are land units. They require no resources under any form of government and they create no unhappy citizens.

Settlers: Units that make cities or change the topography. *Necessary Technology*: None. *Terminal Technology*: None. *Ability*: 0-1-1.

Diplomats: Units that seek out intelligence on the cities of other nations or engage in bribery and sabotage (see also p. 45). *Necessary Technology*: Writing. *Terminal Technology*: None. *Ability*: 0-0-2.

Caravans: Units that are used when carrying on trade between cities or to speed up construction of Wonders (see page 46). *Necessary Technology*: Trade. *Terminal Technology*: None. *Ability*: 0-1-1.

Movement

Units can move on the map by using their mobility factors. Even if there are points remaining in a unit's mobility factor, if not enough points are left to move into the next square, a unit cannot enter that square.

Order of Moves

When a player's turn begins, units waiting for orders blink to let you know this. When the motion of one unit ends, you zip to the next waiting unit automatically, and in this way all units receive their orders and the turn ends. When you don't want to move a given unit, you can select *No Orders* and its action for that turn will end.

Altering the Order

When in the middle of a turn, you want to change the order and move a different unit first: select Wait to jump out of sequence and select the unit you want to move to make it blink.

Removing Defenders or Sentries

Units ordered to go on defense or sentry duty won't come up in the move sequence until they are released. When you want to release them, select them on the General screen or the Armies Focus screen. Sentries are released when rival units come into their vicinity. Units can move or fight in the regular way after the turn in which they are released.

The Influence of Topography

[illegible] squares differs with terrain. For details, see the Topography Charts (p. 70-71). Air units always use one point of their mobility factor to move one square, without regard to topography. Maritime units also use one point per square.

Also, when land units move on roads or railroads, they can move faster than usual.

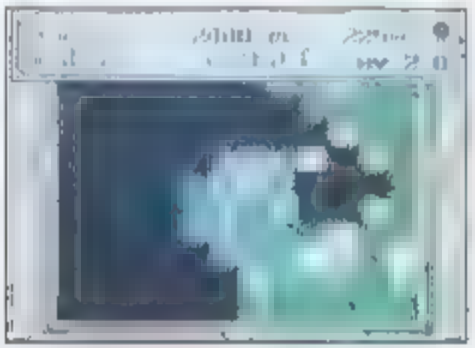
Roads: In any terrain, square costs only one third point.
Railroads: In any terrain, no mobility points at all are needed.

Limits on Mobility

Land units can ordinarily move only on land. They can move on the seas only when maritime units carry them. Maritime units cannot move onto land, unless they make port in coastal cities. Air units can move over land or sea, but if they do not return to a city or aircraft carrier in one or two turns, they crash.

Support Areas

Units and cities are considered to have the surrounding eight squares as *support areas*. Except for Diplomats and Caravans, no land unit can move directly from one enemy support area to another. When you want to make such a move, you must first leave the enemy support area and then move toward the target square. However, in cases where a city of one's own country is within the enemy support area, movement in and out of that city is permitted.



Maritime Transport

Only four units—Triremes, Sails, Frigates and Transports—can transport land units. Air units can be transported only by Aircraft Carriers.

If a maritime unit is attacked by the enemy while transporting and is lost, any units being transported are lost at the same time. Of course, land units or air units under transport cannot defend.

Embarking on a Vessel

Units can be moved onto a vessel only by moving a land or air unit onto an adjoining maritime unit. Also, in a case where a land unit that has become a sentry is stationed in a city where there is a maritime unit, it moves automatically onto the maritime unit if the maritime unit leaves port.

Disembarking

To offload a land unit, select *Land* on the Unit menu when the maritime unit is at a seacoast or in a city. The units being transported can disembark, in their move sequence.

Disembarkation can be accomplished only during the move of a maritime unit. It cannot be done directly into a square that has an enemy unit or city.

Conflict

When your units move into an enemy's square, conflict occurs. The outcome of the conflict is settled right then and there, the units of the losing side are immediately removed. When there are two or more units on the square of the defender, the unit with the greatest defensive factor is considered to be defending. If that unit loses as the result of the conflict, all units on that square are removed. (City defense is the only exception.)

The Effect of Topology

The terrain of the defending side has an influence on conflict. The defense factor of land units holding hilly or forested terrain is raised. For details, see the Topography Chart. The defense factor of maritime and air units does not change no matter what terrain they are in. Also, the attacking side is not influenced by topography.

Unit Status

The attack or defense factor of a unit differs in war depending on its status (active, sentry or defensive posture). When you want to initiate attack or defensive power adjustment will depend on this status.

Mobility Factor

Units that have used their entire mobility factor to get where they are cannot attack. If they take advantage of roads to move and their standard mobility factor is less than one, they can attack, but their attack strength is lowered. If a unit has extra points of mobility factor and attacks, it can do so continuously to the extent of its mobility factor.

Defensive Posture

When land units assume a defensive posture, their defensive factor is raised 50 percent. The defensive posture is accomplished by selecting Defense on the Unit menu.

Veterans

Units produced in a city that has barracks or units that have been victorious at least once are veteran units, with 50 percent more attack and defensive power. Veteran units have a gold eagle badge displayed next to their names.

Defensive Facilities

Special facilities increase the defense factor of units. Adjustments for special facilities are made after adjustments for the effect of topography or veteran status.

Barracks. Can make veteran units. Defends against pirates. *Necessary Technology (First Level)*: None; *Second Level*: Gunpowder; *Third Level*: Combustion.

Walls. Triples the defensive factor of units in a city. However, they have no effect against Tanks or Fighters. Defend against flood. *Necessary Technology*: Masonry.

Fortress. Units on such a square are doubled in defensive strength. Can be constructed outside cities by Settler units. *Necessary Technology*: Building.

Attacks on Cities

In battles fought to defend a city, even if the defending unit is defeated, the other units are not wiped out. Usually, only the unit that loses is removed. If a situation arises where there are no units on the defending side, the land units of the attacking side can enter the city, which, being occupied, now belongs to the attacking side.

When a city without walls is attacked and defeated by a land unit, the population drops by one point. If there is only one point of population there, that city is wiped out. An attack by an air unit (except a Nuclear Missile) or a maritime unit does not reduce the population.

Offshore Bombardment

Maritime units, except for Submarines, can attack cities or land units on the seacoast. No special adjustment is made on this basis. Of course, maritime units are removed if they lose.

Air Attack

The only thing that can attack an air unit is a Fighter unit. Land or maritime units cannot attack. In air to ground conflict, terrain and walls or fortresses have no effect.

When you capture a city, you lost money and one new technology of the rival hub developed a technology you did not.

Special Attacks

Nuclear Missiles and Diplomats can carry out unique attacks.

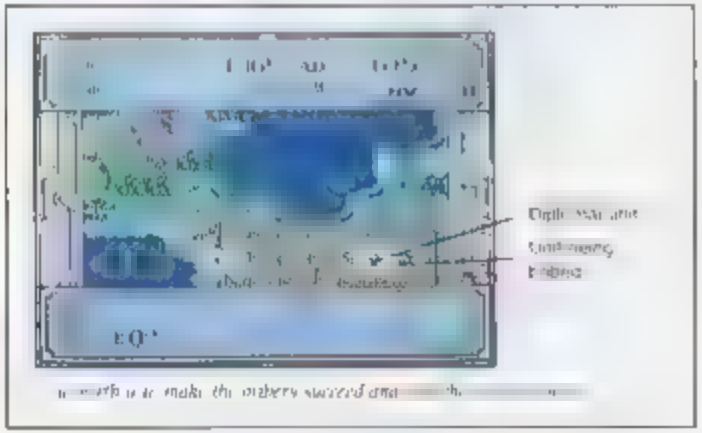
Nuclear Attack

When a Nuclear Missile attacks an enemy city or unit, there is a nuclear explosion centered on that square. When the explosion occurs regardless of defensive factors or nationality all units in and around that square are lost. In a city, half the population is lost. The blast center and the surrounding squares are polluted. Only an SDI Defense Base can ward off such a nuclear attack.

SDI Defense Base. A city with one of these cannot be attacked by a Nuclear Missile. *Necessary Technology:* Superconductor.

Bribery

Just as in a regular attack, when a Diplomat unit enters a square occupied by an enemy unit, it can commit bribery. Upon payment of the displayed cash amount, enemy unit immediately becomes a friendly unit for the amount of the bribe. Furthermore, the nearer the unit is from its capital



Regarding the Seven Wonders

The Seven Wonders are unique items that confer many things on the states that build them. There are a total of 21 wonders, seven in each age: Antiquity, the Middle Ages, and the Industrial Age.

Construction of the Seven Wonders

None of the Seven Wonders may be constructed more than once in any game. Just as with ordinary units and buildings, a required technology is set. However, once they are built, they do not enable any

Destruction or Inefficacy of the Seven Wonders

As time advances and technology is developed, the original Seven Wonders lose their efficacy. Also, when a city is destroyed and disappears, any Wonder in it disappears at the same time.

You can see which nations have which wonders with Intelligence under Advisor on the Main menu.

Representative Wonders of Each Age

Voiding technology means the technology that removes the efficacy of the Wonder. When a state anywhere in the world develops that technology, the Wonder loses its power.

Antiquity

Oracle

Cost: 300
Necessary Technology: Mysticism
Voiding Technology: Religion
Power: Raises the efficacy of temples from two people (it is two people because Mysticism has already been developed) to four people.

Colossus

Cost: 200
Necessary Technology: Bronze Working
Voiding Technology: Electricity
Power: The trade volume on squares with trade increases by one.

Pyramid

Cost: 300
Necessary Technology: Masonry
Voiding Technology: Communism
Power: After a revolution, you may chose any form of government (including those not yet developed, on the next turn (without going through Anarchy).

Middle Ages

Galileo's Observatory

Cost: 300
Necessary Technology: Astronomy
Voiding Technology: The Automobile
Power: Doubles the amount of knowledge in all cities ultimately.

Magellan's Voyage of Exploration

Cost: 400
Necessary Technology: Navigation
Voiding Technology: None
Power: The mobility factor of all maritime units increases by one.

Shakespeare's Theatre

Cost: 400
Necessary Technology: Medicine
Voiding Technology: Television
Power: Unhappy citizens in all cities return to being content citizens.

Industrial Age

Apollo Program

Cost: 600
Necessary Technology: Space Flight
Voiding Technology: None
Power: All states become capable of producing components for the space vehicle; the locations of all cities of all states with embassies can be confirmed.

Manhattan Project

Cost: 600
Necessary Technology: Nuclear Fission
Voiding Technology: None
Power: States that have developed Rocketry become capable of producing Nuclear Missiles.

Women's Suffrage

Cost: 600
Necessary Technology: Industrialization
Voiding Technology: None
Power: Under a Republic or Democracy, the number of unhappy citizens produced when a land, maritime, or air unit leaves the city decreases by one person.

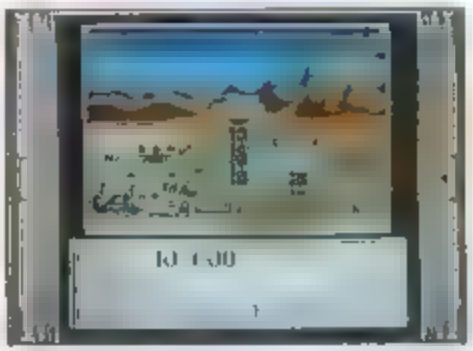
Spacecraft and Emigration

One of the final goals of this game is to emigrate to other planets. When any state, including the player's, accomplishes this, the game ends.

Conditions for the Construction of Spacecraft

In order to go to other planets, a specialized spacecraft is required. But a condition for its construction is that a city somewhere in the world must have completed the Apollo Program, one of the Seven Industrial Age Wonders.

Each state can make only a single spacecraft. If a capital is conquered and occupied, the spacecraft is automatically destroyed, but in such a case, it is possible to reconstruct it.



A report of successful emigration from the first spaceports of mankind.

Spacecraft Components

Unlike ordinary units, a spacecraft is made from various kinds of components, and when all those components are produced and put together, one big spacecraft is complete. *Maximum* indicates the largest number of the given component that a player can produce. *Cost* lists the price of one unit. You can create a spaceship with fewer than the maximum components.

Spacecraft Structure

The framework that connects the spacecraft block and living area. *Maximum:* 39. *Cost:* 80. *Necessary Technology:* Space Flight.

Components

The components connected with the engine. After production, you can choose whether you want a propulsion block or a fuel block. *Maximum:* 8 of each type. *Cost:* 160. *Necessary Technology:* Plastics.

- **Propulsion Block**: The engine part. The more you add, the faster you reach your destination and the greater your chances of success.
- **Fuel Block**: The source of energy for the propulsion block. In order for the engines to put out the maximum force, one of these is required for each propulsion block.

Modules

The components connected with life. After production, you can choose whether you want a living area, one support area, or solar panel. *Maximum:* 4 of each type. *Cost:* 320. *Necessary Technology:* Robotics.

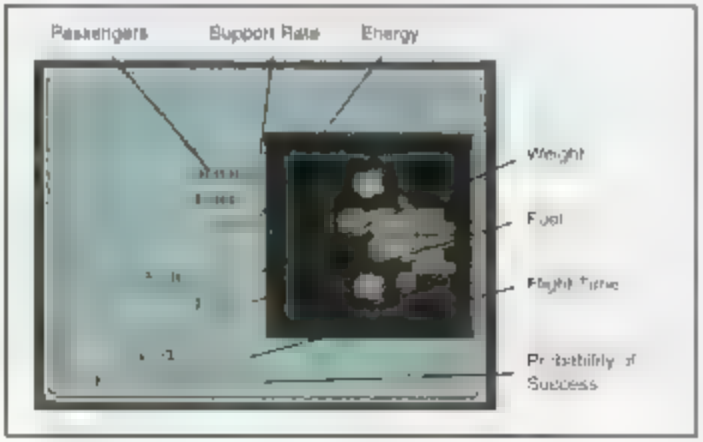
- **Living Area**: A facility that houses 10,000 people.
- **Life Support Area**: Each provides the life support for one living area. Residents that do not receive life support service have a low rate of survival in flight.
- **Solar Panel**: A facility that provides electric power to one living area and one life support area. Facilities not getting electric power cannot work right.

Space Emigration and Scoring

A minimal spacecraft structure arrayed with ten components and modules can take off. Once it has launched, a spacecraft cannot be aborted. All you can do is wait for the report.

When the spacecraft reaches a planet, the score depends on the number of the emigrants. A bigger spacecraft that can carry more emigrants on its voyage will result in a higher score.

Passengers: The number of people that can be carried.
Supply Rate: the percentage of people who can receive life support.
Energy: the percentage of electricity necessary for occupation and life support that is supplied.
Weight: the total weight of the spacecraft.
Fuel: the percentage of fuel used by the propulsion equipment that is supplied.
Flight Time: the number of years needed until arrival.
Probability of Success: The projected percentage of people that will survive until arrival.



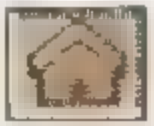
Regarding Events

Many events happen in the course of a game. The events mentioned here, with the exception of minor tribes, appear automatically with the check at the beginning of a turn.

Minor Tribes

When a unit enters a square with the minor tribe icon, an event occurs immediately.

Scroll of Knowledge: You gain at random a technology as yet undeveloped. With the advance of civilization, this no longer occurs.
Birth of a City: A new city is made here, under your control.
Birth of a Unit: One new military unit becomes yours.
Precious Metal: Money becomes yours in an amount of fifty coins.
Sudden Attack: You are attacked by a Barbarian unit that appears suddenly.



Minor Tribe Symbol

Pirates are approaching the city.

Barbarians

When you play the game red military units may appear suddenly in the vicinity of a city. These are *Barbarians*. They are not units of a rival state, but they attack and plunder the city or unit of the player.

Types and Natures

There are two types of Barbarians. Brigands that appear on land, and Pirates that come from the sea. They both approach cities, but act somewhat differently.

Brigands: They are interested only in the spoils of war. They have no desire to settle down, so they plunder irrigated squares and totally destroy any city they conquer.

Pirates: They are looking for a fixed dwelling place. Therefore they do not plunder, but if they occupy a city they start producing units and set out to attack nearby cities.

Sites Where they Appear

Barbarians appear at random on sea coasts or in friendly squares that have not been explored. But Brigands do not show up within the City Governors map. Also as the age changes, Barbarians develop stronger military units.

Subjugation and Ransom

As with ordinary conflict, when attacked by a military unit, Barbarians can be subjugated. Furthermore if you attack a Barbarian king who has taken on the appearance of a Diplomat, you can collect 100 coins in ransom if he is captured. But if his support units disappear, the Barbarian king escapes and disappears if he is not captured within several turns.

Disasters

Occurring in cities, these ruin facilities and reduce population. One is protected from them if there are certain measures (protective measures).

Earthquake

These occur in cities built on or among hills and destroy one facility or another. *Protective Measures*: None.

Famine

These occur at random and the Food Storage box becomes empty. Population decreases. *Protective Measures*: Granaries.

Fire

This occurs at random and ruins one facility or another. *Protective Measures*: Aqueducts.

Flood

Occurs at cities on or near rivers and reduces population. *Protective Measures*: Walls.

Pirates

Arise at cities on lakes or the sea coast. The foodstuffs in the Food Storage box and the resources in the Production box disappear entirely. *Protective Measures*: Barracks.

Plague

Occurs at random and reduces population. No longer occurs once Medicine has been developed. *Preventive Measures*: Aqueducts.

Volcano

Occurs in cities on or near hills, reducing population. *Preventive Measures*: Temples.

Aqueduct. If you don't have this, population will not increase higher than ten. Protects against fire and plague. *Necessary Technology:* Construction

Barracks. Can make veteran units. Wards off pirates. *Necessary Technology (First Level):* None, *Second Level:* Gunpowder, *Third Level:* Combustion

Granary. If you have this, population increases rapidly. Protects against famine.
Necessary Technology: Pottery

Temple. Can change one unhappy citizen into a content citizen (after the technology of Mysticism is developed: two citizens).
Necessary Technology: Ceremonial Burial

Wall. The defensive factor of units in cities with this triples. But it has no effect against Tank or Bomber attacks. Protects against flood.
Necessary Technology: Masonry

Feasts of Thanksgiving to the King

A good event that happens in a city of more than three population where there are no unhappy citizens, and the number of happy citizens exceeds that of content citizens. The effects depend on the form of government.

Anarchy: Nothing happens.
Despotism. Even on squares with more than three in production, productivity does not decrease.
Monarchy, Communism: Trade increases by one on squares with trade.
Republic, Democracy: If there is enough food, population increases by one point.

Game Options

Before beginning a new game, the topography of the map and the strength of rival states can be set. If you clear it once and change the conditions, you can enjoy a different game.

Setting up the Planet

When you start, you can determine the setup of the planet where you will play from now on.

Setting up the Environment of the Planet

The player can set up an imaginary planet as he likes and make the map to fit it. The various options are as follows.

Land Mass: Decides the ratio of sea and land on the map. Small means many little islands and greater isolation, large means extensive continents and more rapid cultural contact.
Temperature: If cool, tundra increases, if warm, jungle increases.
Climate: If arid, deserts increase, if wet, swamps increase.
Planet Age: With 3 billion years the topography is rugged, with 5 billion years the sloping is gentle.

Earth

If you select this, the game can start at a place close to an actual country on a map resembling the Earth. Naturally, rival states will also appear near their actual historical locations.

Setting the Level of Difficulty

There are five levels of difficulty for this game. The terminal year of the game, the money in the treasury of your first city, and the time it takes to develop technology change with the level of difficulty. At the highest level, the conditions for winning are still

Chieftain: The easiest level, beginning with the possession of two settler units. First-time players may prefer this

Commander: The cash in your possession at the start disappears, and rival states are strong. But if you play two or three times and understand the game, you can win

Prince: The rivals are pretty strong, and if you don't keep an eye on the citizens, violent outbreaks flare up right away. At this level you can't win if you don't keep your wits about you

King: The rivals are about the same level as the player. Barbarians are also strong, and you are always having to fight bitterly over something. You need lots of experience to win

Emperor: The most demanding level. Rival states grow faster in every respect than the player, so it is really impressive if you win

Hall of Fame

When the game finishes, the score of the player is calculated and recorded. The place where it is recorded is the Palace of Fame

Conditions for Finishing

The game is over at the following times

- If before the terminal year you have eradicated all rival states
- If before the terminal year you have succeeded in emigrating to space
- If you are eradicated
- If you select *Retire* on the Main menu and have neglected to save first
- When you reach the terminal year

Figuring Your Score

The score for **Sid Meier's Civilization** is calculated on the following factors.

Basic Wins and Losses Score

The score computed according to the state of the cities or state.

Happy citizen: 2 points per person
Content citizen: 1 point per person
Seven Wonders: 20 points each
Each turn in which no wars were fought: 3 points
(but if there is even one battle, the accumulated points reset at zero)
Technology of the Future: 5 points each
Polluted square: minus 10 points each

Bonus

There are two bonuses beyond the basic score.

Space Emigration Bonus: This is a bonus attached to save arrival of the space vehicle. Fifty points are awarded for every 10,000 citizens who successfully become space emigrants.

World Conquest Bonus: This is a bonus attached to defeating the world. The more rival states there are and the faster you accomplish this, the higher the points.

The Hall of Fame

The five states of the player that are highest in civilization rank are recorded in the Palace of Fame. The civilization rank is decided by a combination of the game score and level of difficulty. Thus, to the extent that you have a high level of difficulty, even a low score will raise your rank.

Topography Chart

Terrain Type	Mobility	Defense	Production	Irrigation	Mining	Roads	Unique Resources (+)
Arctic	2	—	None	Impossible	Impossible	No effect	Seals (FF)
Tundra	1	—	F	Impossible	Impossible	No effect	Reindeer (FF)
Plains (Ground)	1	—	FR	+F	Impossible (forestation)	+T	Horses (RR)
Grasslands (Grass)	1	—	FF	+F	Impossible (forestation)	+T	Resources (R)
Forest	2	1.5 times	FRR	Impossible	Impossible (leveling)	No effect	Deer (FF)
Hills	2	2 times	F	+F	+RRR	No effect	Coal (RR)
Mountains	3	3 times	R	Impossible	+R	No effect	Gold (TTTTTT)
River	1	1.5 times	FFT	+F	Impossible	No effect	River bend (R)

Swamp	2	1.5 times	F	Impossible (convert to grassland)	Impossible (convert to grassland)	No effect	Petroleum (RRRR)
Desert	1	—	R	+F	+R	+T	Oasis (FFF)
Jungle	2	1.5 times	F	Impossible (convert to grassland)	Impossible (convert to forest)	No effect (Gems +T)	Gems (TTTT)
Ocean	1	—	FFT	Impossible	Impossible	Impossible	Seafood (FF)

F = Foodstuff
R = Resource
T = Trade
The effect of special resources is interpreted as a plus to ordinary production. Ex.: Hills producing coal = **FRR**.

Form of Government

Anarchy, Despotism: Production of three or more all minus one.
Monarchy, Communism: no change.
Republic, Democracy: Trade plus one.

Roads: Mobility Cost in any terrain is one-third point.
Railroads: Mobility Cost in any terrain is zero. All production plus 50 percent (discarding fractions).

CREDITS

Original Game Design
Sid Meier with Bruce Shelley

Super Famicom Edition Planning and Production
Asmic Software, Inc. Operation Division

Super Famicom Edition Editorial Supervision
Kurata Sachihiro/Muse Software

Art Direction, Design, Cover Design
Mike Smith, John Emory, Cesar Novoa

Image Illustration
Mike Smith buildup (CG Production)

Text, Chart Design
Martin Hagiwara, Kadotani Naomi, Noda Chizu (Hit Studio)

Manual Design & Layout
Cesar Novoa, Joe Morel

Editor, Writer
Ooda Fukumasu, Jonatha Caspian-Kaufman

Image Photography
PPS Communications

Reference Text
Civilization Master Guide (MicroProse Japan, Inc.)

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KOEI Corporation
One Bay Plaza, Suite 540,
1350 Bayshore Hwy., Burlingame, CA 94010

RMN-CIV1-400-00
Printed in Japan